

MAR TESORO (c) 1981
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COLOR GRAPHICS

JOYSTICK REQUIRED

The lure of sunken treasure has been an intriguing adventure for centuries. Now you can embark on your own expedition for fame and fortune.

With your initial financing you obtain necessary equipment and boat to explore off the coral reefs and around the shores of an island to accumulate treasures, some are worthless, others are worth a small fortune.

Having accumulated some treasure, you return to port where you find a buyer and cash in. Now you are ready to embark on deeper waters by renting a larger boat with deep sea diving gear and possibly a crew to assist in recovery operations. Beware of sharks and octopus as danger lurks when you least expect it.

The treasures are richer as they are harder to reach and may even be buried under the sea floor. If you are successful in recovering sufficient treasure to cash in you may return to port and rent a deep sea diving bell with crew and head for the open seas in search of really fabulous fortunes.

Let caution be your guide, as in real true to life adventures, there is no guarantee of success. Only logic, strategy, and Lady Luck will help you to prevail.

Smooth sailing Captain and good luck!

(BASIC)

INSTRUCTIONS

PERDIEM

Perdiem is your daily rental rate. There are three types of diving rigs you can rent on a daily basis. Only one type of rig can be taken out each trip. You may go alone as Captain of the ship chosen, or hire a crew and an Historian. All rental fees and wages must be paid prior to leaving port for the number of days selected. If you choose to hire a crew, you must select a percentage of treasure found to share with them. You'll find they work proportional to your generosity.

DIVING DEPTH

A scuba diver may go to 240', deep sea diver to 600', and a bell to 3000' safely. Going beyond these depths are at your own risk. When the maximum safe depth for each diver is reached, an arrow will appear at the bottom of the screen next to the actual depth.

If you choose to leave port alone and if the diver gets terminated you may start over and try again. If you have a crew along, you may continue less one crew member, however, the perdiem stays the same. To complete your dive just re-enter the ship.

HISTORIAN

The Historian counts as a crew member only for assistance in recovery operations. If a diver gets terminated with only the Historian aboard, your adventure will end as the Historian does not dive or pilot the ship.

The Historian knows much about sunken ships, treasures, and the value of cargo and corals. You'll find the Historian of most value in the deeper regions.

ISLAND

The island will be different each new adventure. If you elect to continue the same adventure, the island will remain the same as well as location of the treasure. You will find that a shallow shelf always exist along the eastern and southern side of the island. An island may have one or more channels passing through it which may be used.

PORT

Your point of departure will be plotted on the chart after your first referral to it. You may return to port at any time and will be refunded for unused FULL days rental time. You must return to port within the allotted time or you will be ac-costed and forego any treasures found. You may not dive in port. It is advised that you leave sufficient time to return to port as unexpected delays can occur.

BUOY MARKERS

There are up to ten buoy markers which can be used to plot on the chart. Once dropped they will appear on your next referral to the chart. When you pass over a dropped buoy it will be retrieved automatically and may be dropped again if you wish. It is best to conserve buoys and use them to mark areas for future explorations.

LOCATING TREASURE

There are many things to find in the sea. A diver may have to search along the bottom to locate possible treasure. Once discovered, a sound will notify the diver who then must return to the ship. The object will be identified and an estimated recovery time given. You must decide to make the recovery, drop a buoy, or sail on. Some treasures tend to blend with the sea bottom and are hard to discern.

RECOVERY TIME

There are many factors influencing the amount of time required to recover something from the sea. A Brigantine ship submerged for 400 years may have to be dug out of muck to gain access. Depth, type of cargo, number of crew available, all affect recovery time. You must have sufficient rental time left to make a recovery.

CORAL

There are several types of coral to be found in the sea. Some are worthless and some very precious. As in real treasure diving, no coral should be overlooked as it attaches itself to objects and when broken may contain some valuable artifacts. Most corals can be found in shallow depths, however, some precious corals can only be found at very deep depths.

APPRAISAL

The Historian will serve as an appraiser if you choose to take one along. If you do not take an Historian on your adventure, you may get an appraisal upon entering port for \$1000. If you decline an appraisal you will be offered an 'as is' price for your treasures. You may refuse the first two offers but must take the third one.

NOTES:

When diving in deep areas you will notice fish moving on the screen to give the illusion of depth. Do not confuse them with sharks or the Giant Octopus. Yes, the Giant Octopus can crush a diving bell!

It is wise to start with a scuba diver and dive in shallow water until you have acquired enough capital to afford more expensive equipment. If you run out of capital, there is always your friendly loan office.

You need only type in your favorite character name and the rest is done with your Joystick. Move the arrows to the appropriate line and press button. To change from ship's log to the chart just press the red button.

Good luck and happy treasure hunting.